replacement or additional cards selected in order from said arranged data to define a final outcome for the hand of play;

said processor configured to display at said display data corresponding to the remaining constituency of said deck data depleted of said displayed card data; and

said processor configured to determine if said final outcome is a winning or losing outcome and to issue an award for a winning combination.

12. The device of claim 11 comprising said processor configured to display said data corresponding to said remaining constituency the deck data at the completion of each hand of play.

13. The device of claim 11 comprising displaying the constituency of the deck data after the selection and display of card data.

14. The device of claim 11 comprising a counter to count the number of card data selected and displayed during the play of a series of outcomes, said processor configured to, at a predetermined count X of cards and before the play of the next hand, reconstitute and reconfigure the deck data into a new, random, serial order of N card data.

15. The device of claim 11 comprising an input device to prompt reconstitution and reconfiguration of said deck data.

16. The device of claim 11 further comprising said processor configured to control the display to display the deck constituency data in a table.

17. A method for playing an electronic Video Poker game utilizing data representing a deck of N playing cards comprising:

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providing a data processor including a first data structure storing data representing at least one deck of N playing cards according to the rules of the game:

configuring the playing card data into a random, serial order;

5   a player making wagers and playing a series of hands;

for each hand of play, selecting data from the first data structure and displaying at an electronic display data representing an initial holding of playing cards defining an initial holding, said data selected in order from the serially arranged deck data;

10   selecting a card of the initial holding to replace, said processor for any selected card to replace selecting and displaying one or more cards selected in order for the serially arranged deck data to define a final outcome, card combination;

displaying the constituency of the deck data depleted of said

15   displayed cards; and

comparing said final outcome card combination to data stored in a second data structure representing winning outcome combinations and if a winning outcome combination has been obtained issuing an award.

18.   The method of claim 17 comprising displaying the constituency

20   of the deck data at the completion of each hand of play.

19.   The method of claim 17 comprising displaying the constituency of the deck data after the selection and display of card data.

20.   The method of claim 17 comprising counting the number of card data selected and displayed during the play of a series of outcomes and at a

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predetermined count X and before the play of the next hand reconstituting and reconfiguring the deck data into a new, random, serial order of N card data.

21.   The method of claim 20 comprising the player prompting reconstitution and reconfiguration of said deck data.

22.   The method of claim 17 further comprising displaying the deck constituency data in a table.

23.   The method of claim 22 further comprising displaying the deck constituency data in a table including the values and suits corresponding to said card data.

24.   The method of claim 17 comprising counting the number of card data selected and displayed during the play of a series of outcomes and reconstituting and reconfiguring the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data or (2) the display of data representing a trigger.

25.   The method of claim 17 comprising counting the number of card data selected and displayed during the play of a series of outcomes and reconstituting and reconfiguring the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data, (2) the display of data representing said trigger or (3) the player prompting reconstitution and reconfiguration.

26.   The method of claim 17 further comprising configuring said processor to display a pay table corresponding to each winning outcome and